

CLAIMS

1. A game apparatus comprising:
a first generating section for generating game image data corresponding to a wide screen; and
a second generating section for reducing or enlarging the game image data generated by the first generating section, to generate game image data with no distortion corresponding to a normal screen.
2. A game apparatus comprising:
a first generating section for generating game image data corresponding to a wide screen; and
a second generating section for extracting game image data corresponding to a normal section, from the game image data generated by the first generating section, to generate game image data with no distortion corresponding to the normal screen.
3. The game apparatus as claimed in claim 2, wherein the second generating section generates the game image data corresponding to the normal screen, from the game image data generated by the first generating section, according to a position, a moving direction or an eyes direction of a character controlled by a player in the game image data generated by the first generating section.
4. The game apparatus as claimed in claim 2, wherein the second generating section extracts game data display

data from the game image data generated by the first generating section, to generate the game image data corresponding to the normal screen.

5. A game apparatus comprising:

a first generating section for generating game image data in a letter box form corresponding to a normal screen; and

a second generating section for extracting blank image data from the game image data generated by the first generating section, to generate game image data with no distortion corresponding to a wide screen.

6. The game apparatus as claimed in any one of claims 1 to 5, further comprising:

a switching section for switching between the game image data generated by the first generating section and the game image data generated by the second generating section, to output either the game image data generated by the first generating section or the game image data generated by the second generating section.

7. The game apparatus as claimed in claim 6, wherein the switching section automatically switches the game image data to be outputted, according to a signal outputted from a predetermined display section.

8. The game apparatus as claimed in claim 6, wherein the switching section switches the game image data to be outputted, according to a type or a state of a progress of

a game.

Sub a 2 9. The game apparatus as claimed in any one of claims 1 to 8, further comprising:

an adjusting section for adjusting a brightness of the game image data generated by the second generating section, on the basis of the game image data generated by the first generating section.

10. The game apparatus as claimed in any one of claims 1 to 9, further comprising:

an external output section for outputting the game image data generated by the first generating section or the game image data generated by the second generating section, to a predetermined external display section connected to the game apparatus.

11. A computer-readable storage medium having a program recorded thereon, for generating image data, the program comprising:

a first generating program code of generating game image data corresponding to a wide screen; and

a second generating program code of reducing or enlarging the game image data generated by the first generating program code, to generate game image data with no distortion corresponding to a normal screen.

12. A computer-readable storage medium having a program recorded thereon, for generating image data, the program comprising:

a first generating program code of generating game image data corresponding to a wide screen; and a second generating program code of extracting game image data corresponding to a normal section, from the game image data generated by the first generating program code, to generate game image data with no distortion corresponding to the normal screen.

13. The storage medium having the program recorded thereon, as claimed in claim 12, the program further comprising:

a program code of generating the game image data corresponding to the normal screen, from the game image data generated by the first generating program code, according to a position, a moving direction or an eyes direction of a character controlled by a player in the game image data generated by the first generating program code.

14. The storage medium having the program recorded thereon, as claimed in claim 12, the program further comprising:

a program code of extracting game data display data from the game image data generated by the first generating program code, to generate the game image data corresponding to the normal screen.

15. A computer-readable storage medium having a program recorded thereon, for generating image data, the program comprising:

a first generating program code of generating game image data in a letter box form corresponding to a normal screen; and

a second generating program code of extracting blank image data from the game image data generated by the first generating program code, to generate game image data with no distortion corresponding to a wide screen.

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16. The storage medium having the program recorded thereon, as claimed in any one of claims 11 to 15, the program further comprising:

a switching program code of switching between the game image data generated by the first generating program code and the game image data generated by the second generating program code, to output either the game image data generated by the first generating program code or the game image data generated by the second generating program code.

17. The storage medium having the program recorded thereon, as claimed in claim 16, wherein the switching program code comprises a program code of switching the game image data to be outputted, according to a type or a state of a progress of a game.

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18. The storage medium having the program recorded thereon, as claimed in any one of claims 11 to 17, the program further comprising:

a program code of adjusting a brightness of the game

image data generated by the second generating program code,
on the basis of the game image data generated by the first
generating program code.

19. A transmission medium transmitting a program for
generating image data, the program comprising:

a first generating program code of generating game
image data corresponding to a wide screen; and
a second generating program code of reducing or
enlarging the game image data generated by the first
generating program code, to generate game image data with
no distortion corresponding to a normal screen.

20. A transmission medium transmitting a program for
generating image data, the program comprising:

a first generating program code of generating game
image data corresponding to a wide screen; and
a second generating program code of extracting game
image data corresponding to a normal section, from the game
image data generated by the first generating program code,
to generate game image data with no distortion
corresponding to the normal screen.

21. A transmission medium transmitting a program for
generating image data, the program comprising:

a first generating program code of generating game
image data in a letter box form corresponding to a normal
screen; and

a second generating program code of extracting blank

image data from the game image data generated by the first generating program code, to generate game image data with no distortion corresponding to a wide screen.

22. A computer program comprising program codes for performing:

a first generating means for generating game image data corresponding to a wide screen; and

a second generating means for reducing or enlarging the game image data generated by the first generating means, to generate game image data with no distortion corresponding to a normal screen.

23. A computer program comprising program codes for performing:

a first generating means for generating game image data corresponding to a wide screen; and

a second generating means for extracting game image data corresponding to a normal section, from the game image data generated by the first generating means, to generate game image data with no distortion corresponding to the normal screen.

24. The computer program as claimed in claim 23, wherein the second generating means generates the game image data corresponding to the normal screen, from the game image data generated by the first generating means, according to a position, a moving direction or an eyes direction of a character controlled by a player in the game image data

generated by the first generating means.

25. The computer program as claimed in claim 23, wherein the second generating means extracts game data display data from the game image data generated by the first generating means, to generate the game image data corresponding to the normal screen.

26. A computer program comprising program codes for performing:

a first generating means for generating game image data in a letter box form corresponding to a normal screen; and

a second generating means for extracting blank image data from the game image data generated by the first generating means, to generate game image data with no distortion corresponding to a wide screen.

27. The computer program as claimed in any one of claims 22 to 26, the computer program further comprising a program code for performing:

a switching means for switching between the game image data generated by the first generating means and the game image data generated by the second generating means, to output either the game image data generated by the first generating means or the game image data generated by the second generating means.

28. The computer program as claimed in claim 27, wherein the switching means switches the game image data to be

outputted, according to a type or a state of a progress of
a game.

Sub a) 29. The computer program as claimed in any one of claims
22 to 28, the computer program further comprising a program
code for performing:

an adjusting means for adjusting a brightness of the
game image data generated by the second generating means,
on the basis of the game image data generated by the first
generating means.